







The mysterious Zoni have taken Clank! Now Ratchet must use his space-age weapons and new Omniwrench to battle Captain Darkwater's band of cut-throat ghost-pirates to find the Fulcrum Star - a lost treasure that could be the link to finding his best friend.

ratchetandelank.com



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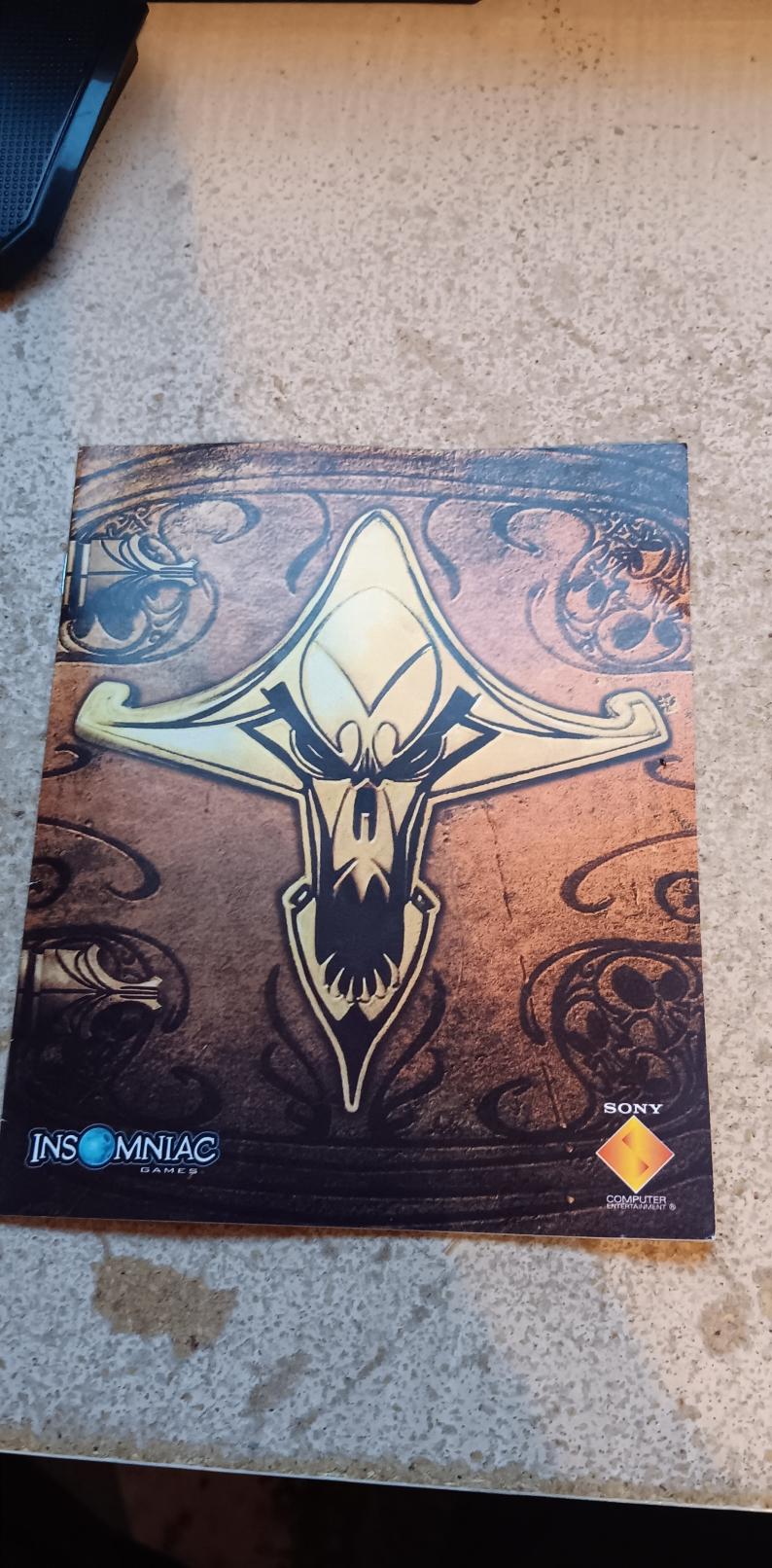




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HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, Always play in a well fit environment. Take regular breaks, 1.5 minutes every from inschminute playing it you expendence dizziness, hauses, fatigue or have a heatache. Some individuals are sensitive to flashing or flickering lights or geometric shapes, and potterns, may have an fatigue or fisive a healache. Some outbrough are sentitive to making or increasing nights or yearness; same patient, may have an undetected epileptic condition and may experience epileptic selzures when watching television or playing videopames. Consult your doctorundetected epiteptic condition and may experience speepers secures with variously secured in paying vacogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst be of secured to the property of the following symptoms whilst the following symptoms whilst the property of the following symptoms whilst the following symptoms whilst the property of the following symptoms whilst the symptoms whilst the following symptoms whilst the symptoms whilst the symptom symptoms whilst the symptom symptoms whilst the symptoms whill the symptom symptoms whilst the symptom playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions

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The PEGI age rating system protects minors from games unsultable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising three parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:











The second part is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons.















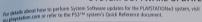
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See back page of this manual for Customer Service Numbers.

SYSTEM SOFTWARE UPDATES





PARENTAL CONTROL

This product has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PLAYSTATION®3 system This product has a present a product with a Parental Control Level that is higher than the level set on the P53TM system. For more information. please refer to the PS3TM system Instruction Manual.

This product is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the product nackage (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18 _±
7	<u> 16+</u>
5	12+
3	7-
2	3 ±

GRIEF REPORTING

If you experience any unacceptable, inappropriate or unlawful behaviour while playing online, please contact us at http://ps3reporting.com

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NEW GAME

Refere you begin a new game, you can choose the difficulty level. Select either Easy. Medium or Hard to adjust the intensity of the pirate attacks.

Press the button to load previously saved Ratchet and ClankTM: Quest for Booty data or press the button to return to the Main Menu. Once the game has loaded, press the button to continue.

DRUBUR

Press the button to delete a previously saved Ratchet and ClankTM: Quest for Booty game or press the O button to return to the Main Menu.

OPTIONS

View and adjust a range of settings including Sound Effects Volume, Help Text and Subtitles

PAUSE MENU

Press the button to access the Pause Menu.

Forgotten what you're supposed to be doing? Pick up a nudge here, as well as a reminder of the previous missions you've completed so far.

Press of or to highlight hints and tips.

Ratchet has a talent for collecting gadgets - see which ones he's picked

Moves List Press or to highlight reminders of some of Ratchet's special moves. They could really come in handy!

Game Options For more information, check out the Options section outlined earlier in

Difficulty Level Adjust the game's level of difficulty by selecting either Easy, Medium

Control Options View and adjust a range of settings including Control Layout, Camera Speed and Quick Select Pause.

Create a new saved game, or overwrite a previous save. Abandon your current game and load a previously saved one.

DEFAULT CONTROLS

	IVIOYC
Co stick	Rotate camera
sight stick	Jump/pull up from ledge/swim upwards
of hitton of	(1-14)
A Anniestanies de la constitución de la constitució	Swing wearch ewim downwards
Open the	Luick Select Menu to choose weapons, speak to
R2 button (tap)	Crouch
R2 button (hold)	
& button + button	Lutton IVIUIII-SIIIKE COMBO
(1 11) , 64 but	ton Boost tump (standing)/ stretch joint
L2 button (hold) + left stic	Strate Weapon select
button (hold) + lest stick	Pause
button.	

NOTE Third Person view is the default control configuration for Ratchet. Press or to switch to the Lock Strafe configuration, which is handy during rapid-fire skirmishes.

SPECIAL MOVES

Ratchet's a skilful hero with a lot of guts and a lot of moves, and he knows a trick or two to get out of the tightest corners! Here is a selection of Ratchet's favourite special moves:

TURDOR CUIMBING

When hanging from a ledge or an overhead beam, press - or - to move along it.

THE STRIKE

Some enemies just won't take the hint. For a more powerful strike, press the 🗞 button followed by the button. WHAM!

WRENCH GRAF

Parchet can pick up small objects and use them as projectile weapons. Press the

button to pick up an object and then press the O button to throw it

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STIRALE

Strafing is an essential technique when taking on an army of enemies. Press and hold down the L2 button while moving to keep your target in sight, then press the

button or the R1 button to open fire. When in battle, select "Lock Strafe" from the Control

MAP SCREEN

Press the button during the game to view a map of the area you're exploring. Use the left stick to scan all areas of the map and move the right stick 1 and 1 to zoom in and out. The arrow on the map represents Ratcher's current location and the direction he is facing. Areas of interest are represented on the map by question marks. Grey sections have yet to be explored and sections in blue indicate areas already visited. Press the Li button or the R1 button to cycle through available maps.

THE GAMESCREEN

- Current weapon/version number
- Ammo gauge Health/experience meter
- Bolts collected



ESSENTIAL INFORMATION

BOLTS

Bolts are the currency of the universe - which might come in handy if you have to bribe any untrustworthy individuals. Enemies always carry a few, but you can also find them by smashing open crates and other objects that you might see lurking in the darkness.

Use Ratchet's trusty Omniwrench Millennium 12 to smash open crates and grab the contents. Sometimes you'll find bolts inside crates, and sometimes you'll find ammo.

NANOHEALTH ORBS

Look out for glowing green or blue orbs in crates. These orbs contain nanobots that can be used to top up Ratchet's health

CADCETS

Ratchet is a whizz with gadgets - and it's a good job too because there are plenty to nick up on this adventure. As the quest begins, you'll find he already has a lot of special gadgets in his inventory, and you'll get a chance to experiment with them for a while... hefore they're lost and Ratchet has to find some of them again!

OMNINGENCE MILITENNIUM 12

A versatile tool, the Omniwrench Millennium 12 can be useful in almost any circumstance Firstly, you can use it as a wrench - just press the button and or to operate machinery. The Omniwrench Millennium 12 also doubles as a weapon - just press the button to whack any passing enemies. To activate the Comet Strike feature, press the R2 button and the button at the same time to throw the Omniwrench Millennium 12 and keep your enemies at a distance.

As the Omniwrench Millennium 12 is also magnetically charged, it can pick up any loose bolts that are lying around. Handy, eh?

KINDING TURNSTOR

A new upgrade to the Omniwrench is the kinetic tether. Use this to electrify and manipulate certain objects. If you see a wrench icon hovering over a target:

- o press and hold the R2 button
- o then press the button to activate the tether
- ouse the right stick to manipulate the object (draw it closer, turn it around) o move the left stick to move Ratchet as necessary.

Press the button again to release the tether.

CRINDROOTS

Use the Grindboots to ride rails and access hard-to-reach areas. Press the & button to jump over obstacles or press the \infty button and \infty or \infty at the same time to hop over to another rail.

CRAVITY BOOTS

Ratchet's Gravity Boots have powerful magnets in the soles that allow him to run up metal walls and panels - a great advantage to outwit enemies!



to very useful mechanical glove can be used to harness high-up targets in order to swing to salety. Jump towards the target and quickly press the

button to activate the Swingshot Once it has attached itself to the target, use the left stick to swing towards a sale place and then release the

button to leap.

WEAPONS

tach wapon in Ratcher's armoury has a special feature that makes it handy in certain circumstances. Some can take on many targets at once, while others are good for taking down higger adversaries. Some weapons can also be upgraded to pack a higger punch. Check your inventory for tips on how to get the most out of your weapons—and remember—space parates on the hunt for space booty will stop at nothing to get what they small.

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